



Training Manual

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Overview of the Rules

Introduction

Four Card Poker uses a standard 52-card deck. There are three ways to play. The game allows the player to wager against the dealer, to wager only on the value of his own hand against a payable, or to wager both against the dealer and on the value of his own hand.

Four Card Poker may have an optional Bad Beat Bonus side bet and/or an optional Progressive side bet.

Ranking of Hands

Hands are ranked from highest to lowest as follows.

FOUR OF A KIND
STRAIGHT FLUSH
THREE OF A KIND
FLUSH
STRAIGHT
TWO PAIR
PAIR
HIGH CARD

Note: If a hand does not contain a pair or better, the hand that contains the highest ranking card(s) wins. Ace is high except in 4-3-2-Ace sequence.

Three Ways To Play

(1) Playing Against the Dealer – ANTE WAGER

The object when playing against the dealer is to beat the dealer's four-card poker hand with your own four-card poker hand. *The dealer always qualifies.* Players place an ANTE wager. After looking at their hand, players may fold or, if they believe their hand is high enough to beat the dealer's hand, they will make the PLAY wager. *This wager must be from one to three times the ANTE wager.*

Note: The player wins ties. Consider the entire four-card hand when declaring a tie.

Playing Against the Dealer

- | | |
|--|--------------------------------------|
| • Player folds | ANTE LOSES |
| • When player's hand beats OR TIES dealer's hand | PLAY wins 1 to 1
ANTE wins 1 to 1 |
| • When dealer's hand beats player's hand | PLAY is a loss
ANTE is a loss |

Certain player hands receive an AUTOMATIC BONUS. These payouts are made against the ANTE wager. Consult layout for odds. AUTOMATIC BONUS payouts are always paid, even if the player's hand loses.

(2) *Playing vs. Paytable – ACES UP*

The object of betting the ACES UP wager is to receive a pair of Aces or better. If the player's hand contains a pair of Aces or better, the player wins the ACES UP wager. **Players receive ACES UP payouts regardless of the dealer's hand.**

(3) *Playing Both – ACES UP and ANTE*

When a player bets both the ACES UP and the ANTE (including PLAY), he is playing against two separate paytables with two different criteria for payouts. In playing the ANTE wager, the object is to get a four-card poker hand that beats the dealer's best four-card hand. In playing the ACES UP wager, the object is to receive a pair of Aces or better. **The ANTE and ACES UP wagers do not have to be the same amount. Players receive the ACES UP payouts regardless of the dealer's hand.** Players can wager anywhere from the table minimum to the maximum allowed bet on either spot. However, the PLAY wager must be from one to three times the ANTE.

Side bets between players are prohibited.

Dealing Procedures

Dealing procedures vary by jurisdiction. Please refer to the appropriate gaming agency for regulations specific to your jurisdiction. It is recommended that *Four Card Poker* be dealt with an automatic card shuffler, such as Shuffle Master's ACE[®]. Select one of the following modes on the ACE shuffler: *Four Card Poker*, *Bahama Bonus* or *Caribbean Stud*. All are programmed to dispense five-card hands.

1. Each player makes a wager as indicated below, according to posted table limits:
 - To play against the dealer by placing an ANTE wager on the ANTE spot.
 - To play the hand value against the payable by placing an ACES UP wager on the ACES UP spot.
 - To play against the dealer and the payable by placing the ANTE wager on the ANTE spot and an ACES UP wager on the ACES UP spot.
 - At the casino's discretion, a player may place wagers at more than one betting position during a round of play.
2. Each player receives five cards face down. Cards are delivered to the player from the dealer's left to right in rotation. The dealer should give himself five cards face down and one card face up.
 - a. From an ACE shuffler: The ACE will dispense five-card hands. Place one hand face-down to each player and one face-down in the dealer's area. When the ACE dispenses the next five-card hand, place the top card face up on the dealer's hand. Put all remaining cards in the discard rack and press the green button.
3. After examining their cards, players have the option to either make a PLAY wager in the amount between one and three times the player's ANTE wager, or forfeit the ANTE wager by folding. In the unlikely event the player folds with a pair of Aces or better, he forfeits the ANTE, but his ACES UP bet will win.
4. After each player has either placed a PLAY wager on the PLAY spot or folded, the dealer collects all forfeited wagers and cards.
5. The dealer will arrange his hand from highest card value to the lowest, and announce his best four-card hand. The two cards the dealer doesn't use in his hand should be positioned behind the "live" hand.

6. The dealer will then reconcile the hands of those players who have not folded. Starting with the player on the dealer's right, bring the player's hand into the "work area" between the dealer's hand and the ACES UP wager and reveal the player's cards. The dealer will pay and/or take from the back forwards, reconciling the PLAY wager first, the ANTE second, and the ACES UP wager last. The dealer will lay and pay, or pick and pay, depending on casino procedures. At the casino's discretion, the dealers can resolve the bets in the order the casino wishes.

Irregularities in Dealing Procedures

1. Incorrect number of cards in player's/dealer's hand.

- If any player or the dealer is dealt an incorrect number of cards, all hands are void and the cards reshuffled.

2. Card shuffler malfunction.

- Refer to the trouble shooting guide on the back of the shuffler, or;
- If the shuffler has continually malfunctioned, replace it as follows:
 1. Turn off the shuffler.
 2. Unplug the power cord.
 3. Replace the shuffler with the backup shuffler.
 4. Plug in the power cord and the data cable.
 5. Turn the shuffler on.
 6. CALL SHUFFLE MASTER to service the shuffler.
 7. Resume play.

OR

3. Follow specific procedures approved by your local regulatory body.

Four Card Poker

	FCP-01		FCP-02		FCP-03		FCP-04	
	Automatic Bonus	Aces Up	Automatic Bonus	Aces Up	Automatic Bonus	Aces Up	Automatic Bonus	Aces Up
4 of a Kind	25 TO 1	50 TO 1	25 TO 1	50 TO 1	25 TO 1	50 TO 1	25 TO 1	50 TO 1
Straight Flush	20 TO 1	40 TO 1	20 TO 1	40 TO 1	20 TO 1	30 TO 1	20 TO 1	30 TO 1
3 of a Kind	2 TO 1	9 TO 1	2 TO 1	7 TO 1	2 TO 1	9 TO 1	2 TO 1	7 TO 1
Flush		6 TO 1		6 TO 1		6 TO 1		6 TO 1
Straight		4 TO 1		5 TO 1		4 TO 1		5 TO 1
Two Pair		2 TO 1		2 TO 1		2 TO 1		2 TO 1
Pair of Aces		1 TO 1		1 TO 1		1 TO 1		1 TO 1
House edge	1.58%	1.98%	1.58%	2.58%	1.58%	2.78%	1.58%	3.37%
Hit %	2.37%	18.56%	2.37%	18.56%	2.37%	18.56%	2.37%	18.56%

	FCP-05		FCP-06		FCP-07		FCP-08		FCP-09	
	Automatic Bonus	Aces Up	Automatic Bonus	Aces Up	Automatic Bonus	Aces Up	Automatic Bonus	Aces Up	Automatic Bonus	Aces Up
4 of a Kind	25 TO 1	50 TO 1	25 TO 1	50 TO 1	25 TO 1	50 TO 1	10 TO 1	50 TO 1	25 TO 1	50 TO 1
Straight Flush	20 TO 1	40 TO 1	20 TO 1	40 TO 1	20 TO 1	40 TO 1	5 TO 1	30 TO 1	20 TO 1	30 TO 1
3 of a Kind	2 TO 1	8 TO 1	2 TO 1	8 TO 1	2 TO 1	7 TO 1	3 TO 2	8 TO 1	2 TO 1	8 TO 1
Flush		5 TO 1		6 TO 1		5 TO 1	1 TO 1	6 TO 1		6 TO 1
Straight		4 TO 1		4 TO 1		4 TO 1		4 TO 1		4 TO 1
Two Pair		3 TO 1		2 TO 1		3 TO 1		3 TO 1		2 TO 1
Pair of Aces		1 TO 1		1 TO 1		1 TO 1		1 TO 1		1 TO 1
House edge	1.58%	3.89%	1.58%	4.24%	1.58%	6.15%	0.80%	0.28%	1.58%	4.98%
Hit %	2.37%	18.56%	2.37%	18.56%	2.37%	18.56%	6.77%	18.56%	2.37%	18.56%



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Dealer Always Qualifies • Player Wins Ties

Four of a Kind	50 to 1
Straight Flush	40 to 1
Flush	8 to 1
Three of a Kind	30 to 1
Two Pair	4 to 1
Pair of Aces	1 to 1

Automatic Bonus
Four of a Kind 25 to 1
Straight Flush 20 to 1
Three of a Kind 7 to 1

Aces Up
Ante
Play 1x to 3x
Ante

Four of a Kind	50 to 1
Straight Flush	40 to 1
Flush	8 to 1
Three of a Kind	30 to 1
Two Pair	4 to 1
Pair of Aces	1 to 1

Automatic Bonus
Four of a Kind 25 to 1
Straight Flush 20 to 1
Three of a Kind 7 to 1

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Automatic Bonus
Four of a Kind 25 to 1
Straight Flush 20 to 1
Three of a Kind 7 to 1



RULES OF PLAY:

1. Four Card Poker features an optional bad-beat wager.
2. Players that make the bet win if they are involved in a bad beat with the dealer. There are two ways to win:
 - a. The player loses with two pair or better.
 - b. The player beats the dealer's hand of two pair or better.
3. Paytable for Bad Beat Bonus:

Hand Beaten	Payout
4 of a Kind	25,000 to 1
Straight Flush	10,000 to 1
3 of a Kind	100 to 1
Flush	25 to 1
Straight	15 to 1
2 Pair	4 to 1
House edge:	20.3%
Hit frequency:	5.6%

4. To begin each round, players must make their standard Four Card Poker wagers and, if they like, the bad-beat wager.
5. The dealer then follows house procedures for Four Card Poker.



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Dealer Always Qualifies • Player Wins Ties

Automatic Bonus

Four of a Kind	50 to 1
Full House	25 to 1
Straight Flush	10 to 1
Flush	6 to 1
Three of a Kind	6 to 1
Straight	4 to 1
Two Pair	2 to 1
Pair of Aces	1 to 1

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Straight	4 to 1
Two Pair	2 to 1
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BAD BEAT BONUS

Aces Up

Ante

Play 1x to 3x Ante

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Aces Up

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Straight Flush	10 to 1
Flush	6 to 1
Three of a Kind	6 to 1
Straight	4 to 1
Two Pair	2 to 1
Pair of Aces	1 to 1



RULES OF PLAY:

1. Four Card Poker Progressive is an optional progressive side bet.
2. The bet considers the best hand possible among all the player's 4 cards in play.
3. Paytable below:

Hand	Pays 1*	Envy	Pays 2*	Envy	Pays 3*	Envy
Four Aces	100%	\$100	100%	\$100	100%	\$100
Four of a Kind	300 for 1	\$10	300 for 1	\$25	300 for 1	\$25
Straight Flush	100 for 1	\$5	100 for 1		100 for 1	
Three of a Kind	9 for 1		15 for 1		15 for 1	
*Original Wager is NOT Returned						
Seed amount**	\$5,000		\$1,000		\$1,000	
Reserve Percentage					5%	
House advantage	22.8%		20.98%		20.98%	
Hit frequency	2.36%		2.36%		2.36%	
Probability of top payout	54,145 to 1		54,145 to 1		54,145 to 1	
Top payout average**	\$22,000		\$14,536		\$14,536	
**Reflects a \$1 wager. All numbers multiply up for a larger wager.						

4. The meter will be reseeded when the 100% award hits. The cost of the reseed has been factored in to the casino's mathematical advantage.
5. To begin each round, players must make their regular game's wager. They may optionally place any side bet wagers and the progressive wager. Players must place the progressive wagers on the sensor in front of their betting position. The sensor will light up.

6. Once all players place their bets, the dealer will press “COIN IN” on the keypad. The sensors will then light up, indicating a progressive wager. The dealer will then remove all progressive bets from the table.
7. The dealer then follows house procedures for dealing the regular game.
8. The dealer reconciles the standard wager, side bet wager, and progressive wagers at the same time. Follow the procedure in the next section for reconciling percentage pays from the progressive meter.
9. Progressive winners:
 - a. The percentage pays are paid from the progressive jackpot shown on the progressive meter.
 - b. Other hands are paid from the tray; they do not come off the meter.
 - c. When a player has a progressive winner, the dealer shall press the appropriate hand button on the keypad. (If the hand button is pressed by accident, pressing it again will turn it off.)
 - d. The dealer shall then contact a supervisor.
 - e. Once the casino verifies the progressive win, the supervisor shall insert the key and rotate it to “JPH” and then press “J-pot” button. This records the win onto the Game Manager. House procedures are then followed for paying the prize. (Reviewing the monitor connected to the Game Manager will show the prize amount to be paid, and pressing the “money bag” icon will print a win page, which can be used to help record the payout for accounting.)
 - f. Returning the supervisor key to the “Run” position will restore normal operation of the table, and adjust the meter appropriately for the prize won.
 - g. When the dealer reconciles all action, he presses “Game Over.” This resets the system to begin the next hand.
 - h. Once the “J-pot” button is pressed, the prize is logged into Game Manager. If the progressive pay needs to be backed out at this point, the award will need to be manually backed out using the Game Manager manual adjustment feature.

10. Envy Bonus:

- a. A player making the progressive side wager also qualifies to win an envy payout. If another player at the table hits a hand associated with an envy pay, all other players who made the progressive side bet win the envy pay. The player hitting the hand receives the normal prize pay only, but does NOT receive the envy pay. **Rule of thumb: You can't win an envy bonus pay from yourself, or the dealer.**
- b. If a player's hand triggers an envy payout, the dealer will leave the hand face-up on the layout; otherwise, the dealer will lock up the cards. The dealer will then move on to the next player.
- c. The dealer pays any Envy Bonuses at the end of the round. In the event that more than one player is involved in a qualifying envy pay, then all players win multiple envy payouts.

****This game will use the approved Shuffle Master owned progressive system containing the following components and their compatible software versions:**
Game Manager v6.6 Build 520 or higher, Aquarius Controller v6.5.6SP,
Coin Spot v6.0 and the progressive displays can be either CHAM2+ v1.66P\$
or ViPS v1.2.0 or higher.

Appendix A

Reconciling Multiple Progressive Meter Wins

In the event more than one progressive hand, payable from the progressive meter, hits at the same table during the same round, the dealer will first pay the player farthest on his right and then move counter-clockwise to pay other players.

As regulatory procedures permit, this policy can be replaced by casino internal controls.



Hand Rankings

1. Royal Flush	10 to A of same suit
2. Straight Flush	5 to A of same suit
3. Four of a Kind	4 of same rank
4. Full House	3 of one rank, 2 of another
5. Flush	5 of same suit
6. Straight	5 consecutive ranks
7. Three of a Kind	3 of same rank
8. Two Pair	2 of one rank, 2 of another
9. One Pair	2 of same rank
10. High Card	One card

Dealer Always Qualifies • Player Wins Ties

Automatic Bonus

Hand	Payout
Four of a Kind	25 to 1
Full House	8 to 1
Flush	4 to 1
Straight	3 to 1
Three of a Kind	3 to 1
Two Pair	2 to 1
One Pair	1 to 1
High Card	0 to 1

Automatic Bonus

Hand	Payout
Four of a Kind	25 to 1
Full House	8 to 1
Flush	4 to 1
Straight	3 to 1
Three of a Kind	3 to 1
Two Pair	2 to 1
One Pair	1 to 1
High Card	0 to 1

Automatic Bonus

Hand	Payout
Four of a Kind	25 to 1
Full House	8 to 1
Flush	4 to 1
Straight	3 to 1
Three of a Kind	3 to 1
Two Pair	2 to 1
One Pair	1 to 1
High Card	0 to 1

Automatic Bonus

Hand	Payout
Four of a Kind	25 to 1
Full House	8 to 1
Flush	4 to 1
Straight	3 to 1
Three of a Kind	3 to 1
Two Pair	2 to 1
One Pair	1 to 1
High Card	0 to 1

Automatic Bonus

Hand	Payout
Four of a Kind	25 to 1
Full House	8 to 1
Flush	4 to 1
Straight	3 to 1
Three of a Kind	3 to 1
Two Pair	2 to 1
One Pair	1 to 1
High Card	0 to 1

Automatic Bonus

Hand	Payout
Four of a Kind	25 to 1
Full House	8 to 1
Flush	4 to 1
Straight	3 to 1
Three of a Kind	3 to 1
Two Pair	2 to 1
One Pair	1 to 1
High Card	0 to 1

Dealer Always Qualifies • Player Wins Ties

Autumnale Bonus

Four of a kind	25 to 1
Three of a kind	10 to 1
Two of a kind	3 to 1
One of a kind	1 to 1

(Bonus amounts are on pari)

[illegible][illegible]

Hand Pairs	
Four of a Kind	25 to 1
Straight Flush	40 to 1
Three of a Kind	30 to 1
Flush	8 to 1
Straight	4 to 1
Two Pair	3 to 1
Pair of Aces	1 to 1

Automatic Bonus	
Four of a Kind	25 to 1
Straight Flush	30 to 1
Three of a Kind	2 to 1

Auto Tip

Four of a Kind	50 to 1
Straight Flush	40 to 1
Three of a Kind	8 to 1
Flush	8 to 1
Straight	8 to 1
Two Pair	3 to 1
Full of Aces	1 to 1

Automatic Bonus

Four of a Kind	25 to 1
Straight Flush	20 to 1
Three of a Kind	2 to 1

Automatic Bonus	
Four of a Kind	25 50 1
Straight Flush	20 40 1
Three of a Kind	7 14 1
Flush	4 8 1
Straight	3 6 1
Two Pair	2 4 1
Field of Aces	1 2 1

[illegible]

Daily Deal
Total of \$10.00
Total of \$10.00